RadioShack®
www.radioshack.com

ET-2101

900 MHz Hands-free Phone
with Caller ID

Owner's Manual

Please read before using this equipment.

WARNING: To reduce the risk of fire or shock hazard, do not expose this product to rain or moisture.

| ⚡ | **CAUTION** RISK OF ELECTRIC SHOCK. DO NOT OPEN. | ! |

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.

This symbol is intended to alert you to the presence of uninsulated dangerous voltage within the product's enclosure that might be of sufficient magnitude to constitute a risk of electric shock. Do not open the product's case.

This symbol is intended to inform you that important operating and maintenance instructions are included in the literature accompanying this product.

❏ *Contents*

❏ *Introduction*

Your RadioShack Hands-free Phone combines the clarity of
900 MHz communication with portability and convenience. The
phone's cordless keypad clips to your belt or clothing so you
can make and answer calls away from the base. The headset
allows you to use your hands while you talk.

The phone displays a caller's phone number, name (if avail-
able), and the date and time the call was received. It can store
up to 40 records as provided by your local phone company to
Caller ID service subscribers.

If you have Call Waiting with Caller ID, the phone displays in-
coming caller information for a new call when you are already
on the phone.

Your phone's other features include:

10-Memory Speed Dial — stores up to 10 frequently called
phone numbers for easy dialing.

Receiver Volume Control — lets you adjust the volume you
hear during a call.

Ringer Volume Control — lets you choose high or low volume
on the keypad's ringer.

Ample Talk and Standby Time — when fully charged (about
12 hours), the supplied battery provides about 7 hours of talk
time or 7 days of standby time.

Dual Charging Slots — lets you charge a spare battery pack (not supplied), so the phone is always ready to go.

40-Channel Auto Scan — automatically selects a clear channel when you make or answer a call.

Advanced Super CCT Circuitry — provides sound clarity comparable to that of a corded phone.

Security Access-Protection Code — prevents other cordless phone users from using your phone line.

Redial — lets you redial the last number dialed with the touch of a button.

Mute — prevents the person on the other end of the phone line from hearing you converse with someone else in the room.

Flash — sends an electronic switchhook signal for use with special phone services such as Call Waiting.

Tone or Pulse (Rotary) Dialing — lets you use your phone with tone or pulse dialing and lets you easily switch from pulse to tone dialing for bank-by-phone or other special services.

Hearing-Aid Compatibility — lets you use your phone with hearing aids that have a T (telephone) switch.

Your phone is ETL listed to UL standards and meets all applicable FCC standards.

IMPORTANT CALLER ID INFORMATION

To use the phone's Caller ID and Call Waiting features, you must be in an area where Caller ID and Call Waiting services are available and you must subscribe to the services.

Where Caller ID is offered, one or more of the following options are generally available:

- caller's number only

- caller's name only

- caller's name and number

For the phone's Caller ID memory dial feature to operate, you must receive the caller's number.

Important: Cordless phones generally require AC power to operate. You should also have a corded phone that does not require AC power to operate so you can still make and receive calls if there is an AC power failure.

Your telephone operates on standard radio frequencies as allocated by the FCC. Even though the access protection code prevents unauthorized use of your phone line, it is possible for other radio units operating on similar frequencies within a certain area to unintentionally intercept your conversations and/or cause interference. This lack of privacy can occur with any cordless phone.

READ THIS BEFORE INSTALLATION

Each device that you connect to the phone line draws power from the phone line. We refer to this power draw as the device's *ringer equivalence number*, or REN. The REN is on the bottom of the base.

If you are using more than one phone or other device on the line, add up all the RENs. If the total is more than five (three in rural areas), your phone might not ring. If ringer operation is impaired, remove a device from the line.

FCC STATEMENT

This telephone complies with Part 68 of *FCC Rules*. You must, upon request, provide the FCC registration number and the REN to your phone company. These numbers are on the bottom of the base.

Note: You must not connect your phone to any of the following:

- coin-operated systems

- party-line systems

- most electronic key phone systems

❒ *Preparation*

SELECTING A LOCATION

You can place the phone's base on a flat surface such as a desk, shelf, or table. Select a location that is:

- near an easily accessible AC outlet

- near a telephone line jack

- out of the way of normal activities

- away from electrical machinery, electrical appliances, metal walls, filing cabinets, wireless intercoms, security alarms, and room monitors

The base's location affects the phone's range. If you have a choice of several locations, try each to see which provides the best performance.

Notes:

- Your telephone connects directly to a modular telephone line jack. If your phone line jack is not a modular jack, you can update the wiring yourself, using jacks and adapters available at your local RadioShack store. Or, you can let the phone company update the wiring for you.

- The USOC number of the jack to be installed is RJ11C.

CONNECTING THE BASE

You can power the base using the supplied 12V, 300-mA AC adapter.

Cautions:

⚠ You must use a Class 2 power source that supplies 12V DC and delivers at least 300 mA. Its center tip must be set to positive and its plug must fit the phone's **DC12V 300mA** jack. Using an adapter that does not meet these specifications could damage the phone or the adapter.

• Always connect the AC adapter to the base before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the base.

Follow these steps to connect the base to a phone line and AC power.

1. Plug one end of the supplied modular cord into the **TEL LINE** jack.

2. Plug the modular cord's other end into a modular phone line jack.

3. Plug the supplied AC adapter's barrel plug into the **DC 12V 300mA**.

TEL LINE   **DC 12V 300mA**
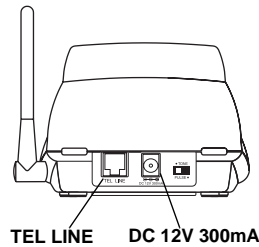
4. Plug the adapter into a standard AC outlet.

5. Lift the base's antenna to a vertical position.

## CONNECTING AND CHARGING THE BATTERY PACK

The phone comes with a rechargeable nickel-cadmium battery pack. You must connect the battery pack and charge it for at least 12 hours for the first time before you use the phone.

To connect the battery pack, line up the slots on the battery pack with the posts on the back of the keypad. Press down and slide the battery pack forward until the latch clicks.
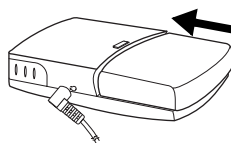
To charge the battery pack, place the keypad in the base's front charging slot. The STATUS/MESSAGE indicator lights.

To charge a spare battery pack, place it in the rear charging slot with its latch end facing down and its contacts toward the rear of the base. The CHARGE indicator lights.
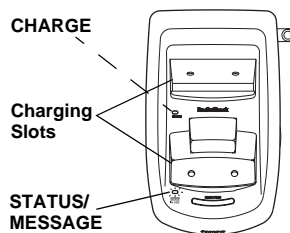
Spare battery packs are available at your local RadioShack store.

Notes:

• Recharge the battery pack anytime LOW BATTERY appears, or if the keypad beeps while you are on the phone.

• When you first use the phone after charging or recharging the battery pack, the phone might not work. Return the keypad to the base for about 5 seconds to reset the security access-protection code. The keypad blinks once.

• About once a month, fully discharge the battery pack by keeping the phone off the base until LOW BATTERY appears, or if the keypad beeps while you are on the phone. Otherwise, the battery pack loses its ability to fully recharge.

• If the STATUS/MESSAGE indicator does not light when you place the keypad on the base, be sure the battery pack and AC adapter are correctly and securely connected. Also, check the charging contacts on the keypad and base. If the contacts are dirty or tarnished, clean them with a pencil eraser.

• If the battery pack becomes completely discharged or the base loses power while the keypad is away from it, place the keypad on the base for about 5 seconds to reset the security access protection code. The keypad blinks once. If the keypad loses power, leave it on the base to charge the battery pack.

• If you are not going to use your phone for an extended period of time, disconnect its battery pack. This helps increase the battery pack's usable life.

ATTACHING THE HEADSET HOLDER

Insert the tabs on the headset holder into the slots on the back of the base and snap the holder into place.

Handset Holder

RINGER ON/ OFF
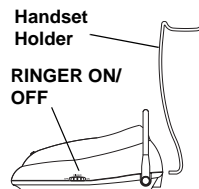
CONNECTING AND ADJUSTING THE HEADSET

1. Insert the headset's plug into the jack on the side of the base.

2. Place the headset on your head with the earpiece over either ear.

3. Adjust the headset band until it rests with almost no pressure on your ear and the top of your head.

Headset Jack
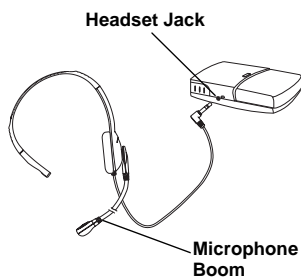
Microphone Boom

   If the headset is loose, press in slightly to tighten it. If it is tight, gently pull the headset band out to loosen it.

4. Hold the headset in place and adjust the microphone boom until it is about even with (but not in front of) your mouth. Experiment until you find the most comfortable position.

Caution: The microphone boom swivels on the headset. Do not bend the microphone boom while you adjust it.

Note: When you are not using the headset, place it on the headset hanger. Otherwise (if you set it on a flat surface, for example), you might have to repeat these adjustments.

SETTING THE RINGERS

RINGER OFF/ON controls the keypad's ringer. To have the phone ring when a call comes in, set **RINGER** to **ON**. To have the phone not ring, set **RINGER** to **OFF**.

With **RINGER** set to **OFF**, the phone does not ring, but you can still make outgoing calls. If you hear an extension telephone ring, you can answer the incoming call on this phone. The STATUS/MESSAGE indicator flashes until you answer the call.

SETTING THE KEYPAD RINGER'S VOLUME

You can adjust the keypad's ringer volume when the phone is not in use by repeatedly pressing **RING**. The keypad rings with the current volume (high or low) as you select it.

SETTING THE DIALING MODE

Set **TONE/PULSE** on the back of the base for the type of service you have. If you are not sure which type you have, do this simple test after charging the battery pack.
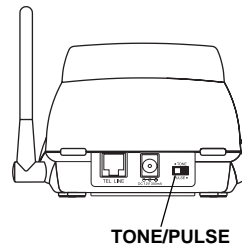
TONE/PULSE

1. Set **TONE/PULSE** to **TONE**.

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2. Press **TALK** so the STATUS/MESSAGE indicator lights and listen for a dial tone.

3. Press any number other than **0** or **1**.

   Note: If your phone system requires that you dial an access code (**9**, for example) before you dial an outside number, do not press the access code either.

   If the dial tone stops, you have touch-tone service. If the dial tone continues, you have pulse service.

4. Place the keypad on the base or press **TALK**.

5. If you have tone service, leave **TONE/PULSE** set to **TONE**. If you have pulse service, set **TONE-PULSE** to **PULSE**.

Note: Replace the keypad on the base for 5 seconds after you set the service type.

STORING YOUR AREA CODE

To dial a number from a Caller ID record (see "Dialing Numbers from a Caller ID Record" on Page 29), you must first store your local area code in the phone's memory. When you dial from a Caller ID record, the system skips the area code if it matches the one you stored. Follow these steps to store your area code.

1. Make sure **TALK** is not pressed.

2. Hold down **CHANNEL** for 2 seconds. **AREA CODE =???** appears.

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3. Enter your three-digit area code. The keypad sounds two long beeps. The area code is stored.

To replace a stored area code, store a new one in its place.

☐ *Basic Operation*
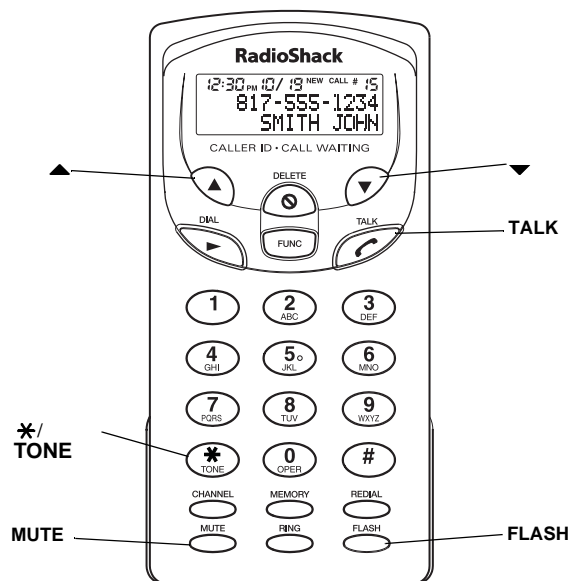
Before you use the phone, put the headset on and adjust it as needed (see "Connecting and Adjusting the Headset" on Page 13).

To make a call, lift the keypad off the base, then press **TALK**. You hear a dial tone and the STATUS/MESSAGE indicator lights. Dial the number you want to call.

To answer a call, lift the keypad off the base, then press **TALK**. The STATUS/MESSAGE indicator lights.

Notes:

- When you press a button, a single tone indicates that the phone has accepted the command. Three tones indicate that you pressed a button in error, you are out of range, or there is severe interference. (See "Changing Channels.")

- If interference is severe, the keypad might lose communication with the base and the call might disconnect. If this happens, return the keypad to the base for about 5 seconds to reset the security access-protection code. The keypad blinks once.

ADJUSTING THE HEADSET'S VOLUME

To adjust the headset's volume, repeatedly press ▲ or ▼ during a call until the sound level is comfortable. You can set the headset's volume to one of four levels, and it remains set even after you hang up.

CHANGING CHANNELS

Every time you press **TALK**, the phone automatically selects a clear channel from the 40 it uses for communication between the headset and the base. If you hear interference during a call,

repeatedly press **CHANNEL** to change the channel until you get a clear one.

USING REDIAL

To quickly redial the last number dialed, press **TALK** then **REDIAL**.

Notes:

- The redial memory holds up to 32 digits, so you can redial long-distance as well as local numbers.

- The redial memory can also store tone entries (see "Using Tone Services On a Pulse Line" on Page 19) and pause entries (see "Entering a Pause in a Memory Number" on Page 22).

- If the number you dialed is busy, press **REDIAL** without hanging up the phone to redial the number. **FLASH** appears and the dial tone sounds for about 2 seconds, then the phone redials the number.

USING MUTE

To talk to someone else in the room without the person on the other end of the phone line hearing your conversation, press **MUTE**. Press **MUTE** again to resume your phone conversation.

USING FLASH

FLASH provides the electronic equivalent of a switchhook signal for special phone services such as Call Waiting.

For example, if you have Call Waiting, press **FLASH** to answer an incoming call without disconnecting the current call. Press **FLASH** again to return to the first call.

Note: If you do not have any special phone services, pressing **FLASH** might disconnect your current call.

USING TONE SERVICES ON A PULSE LINE

Some special services, such as bank-by-phone, require tone signals. If you have pulse service, you can still use these tone services by following these steps.

1. Dial the service's main number.

2. When the service answers, press ✳/**TONE**. Any additional numbers you dial are sent as tone signals.

3. After you complete the call, press **TALK** or return the keypad to the base. The phone automatically resets to pulse dialing.

USING PAGE

You can send a page to the keypad to locate it when it is away from the base and not in use. Press **PAGE/FIND** on the base. **PAGING** appears and the keypad rings for about 2 minutes. Press any key on the keypad or **PAGE/FIND** on the base to silence it sooner.

PAGE/FIND
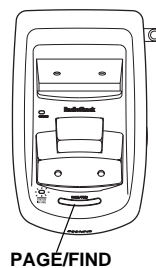
❏ *Memory Dialing*

You can store up to 10 numbers of up to 24 digits each in the phone's memory.

Notes:

• To keep your accounts secure, we recommend you do not store your personal access code for services such as bank-by-phone in a memory location.

• When storing numbers for special services (such as alternate long-distance or bank-by-phone), store the service's main phone number in one memory location and numbers for additional information in other locations.

STORING A NUMBER IN MEMORY

1. Press **MEMORY** on the keypad.

2. Press the memory location number (**1**–**0**) you want to store.

   Note: To enter the number into the 10th memory location, press **0**.

3. Press **MEMORY** again. **ENTER NAME** appears.

4. Enter the name (up to 15 characters) using the following table:

# Presses	1	2	3	4	5	6	7	8	9
1		A	D	G	J	M	P	T	W
2	–	B	E	H	K	N	Q	U	X
3	*	C	F	I	L	O	R	V	Y
4	!	(	)	$	,	;	S	?	Z

Note: If you must enter two consecutive letters using the same number key, press **FUNC** between the letters. For example, for "Bob Jones," enter **22 666 22 1 5 666 FUNC 66 33 7777**.

5. Press **MEMORY** again. **ENTER TEL NUMBR** appears.

6. Dial the desired number (up to 24 digits).

7. Press **MEMORY** again to store the number. The keypad sounds two long beeps.

   Note: If you hear three short beeps, you did not store the number successfully. Start again from Step 1.

8. Slide out the memory index card at the bottom of the base and write down the stored name and number.

Note: If LOW BATTERY appears, or if the keypad beeps while you are on the phone, recharge or replace the battery within two minutes, or the numbers stored in memory will be lost.

ENTERING A PAUSE IN A MEMORY NUMBER

In some telephone systems, you must dial an access code (9, for example) and wait for a second dial tone before you can dial an outside number. You can store the access code with the phone number. However, if you do, you should also store a pause after the access code to allow the outside line time to connect. After entering the access code, press **REDIAL** to enter a 3-second pause.

DIALING A STORED NUMBER

Press **TALK**. When you hear the dial tone, press **MEMORY** then the memory location number (**1**–**0**). The memory location number (**01**–**10**) appears. The phone dials the number.

Note: To dial the number in the 10th memory location, press **0**.

To pre-dial the stored number, press **MEMORY** then ▲ or ▼ to find the desired number. Then press **DIAL**.

REVIEWING NUMBERS STORED IN MEMORY

1. Press **MEMORY**.

2. Press ▲ or ▼ to scroll through 10 memory location number, or enter the memory location number on the keypad (**0**, **1**, **2**, and so on) to display the stored number.

DELETING A NUMBER FROM MEMORY

1. Make sure **TALK** is not pressed.

2. Press **MEMORY** then enter the memory location number of the number to be deleted.

3. Press **DELETE**. **ERASE MEMO?** appears.

4. Press **DELETE** again to clear the memory. Two long beeps sound to confirm the number is deleted successfully.

   Or, press any other button to cancel the deletion. Three short beeps sound.

CHAIN DIALING SERVICE NUMBERS

For quick recall of numbers for special services (such as alternate long distance or bank by phone), store each group of numbers in its own memory location.

When calling special services, dial the service's main number first. Then, at the appropriate place in the call, press **MEMORY**, then the number for the location where the additional numbers are stored.

Note: If you use pulse dialing, be sure you have stored a tone entry in another memory location (see "Using Tone Services On a Pulse Line" on Page 19).

TESTING STORED EMERGENCY NUMBERS

If you store an emergency service's number (police department, fire department, ambulance) and you want to test the stored number, make the test call during the late evening or early morning to avoid peak demand periods. Remain on the line to explain the reason for your call.

MESSAGE WAITING

If you subscribe to a message waiting service with your local telephone company, the STATUS/MESSAGE indicator flashes and **MESSAGE WAITING** appears when you have a new message waiting. The indicator continues flashing until you listen to all of your messages, then **MSG WAITING OFF** appears for about 5 seconds.

Note: When you are using the phone and there is a message waiting, the STATUS/MESSAGE indicator flashes to let you know there is a message waiting. **MESSAGE WAITING** does not appear.

❒ *Caller ID Operation*

If you subscribe to Caller ID service from your phone company, the system automatically displays information about calls you receive and stores the information in Caller ID memory. The system can store up to 40 number records (the most recent is 40), then replaces the oldest call with each new one.

The first line of the Caller ID record shows the calling time, date and the number of calls. The second line shows the phone number of the caller. The third line shows the caller's name, if available. (See "Caller ID Messages" on Page 25.)

Note: If you are programming the system when a call is received, the phone automatically exits programming and shows Caller ID information.

The STATUS/MESSAGE indicator flashes during an incoming call, and **NEW CALL #** appears. The latest Caller ID record appears when the phone rings, then **NEW CALLS #** or **REPT** remains on the display after the last incoming call.

CALL WAITING

If you subscribe to Call Waiting and a call comes in while you are on the phone, you hear a tone that indicates you have another call. The system displays the Caller ID/Call Waiting information for about 5 seconds, then stores the information.

To answer the incoming call, press **FLASH**. To resume the previous phone conservation, press **FLASH** again.

CALLER ID MESSAGES

Display	Description
NEW CALL #	Indicates the number of new calls. **Note: NEW** does not appear after you review the displayed information.

Display	Description
CALL #	Indicates the Caller ID call number.
PRIVATE	The caller chose not to send Caller ID information.
OUT OF AREA	The caller is not within a Caller ID service area.
END OF LIST	Appears when you reach the last call.
REPT	Appears if you have received a call from the same phone number more than once.
ERASE CALL ID?	Delete a Caller ID record.
ERASE ALL?	Delete all Caller ID records.
MEMO #	Indicates the memory location number.
NO DATA	No Caller ID data sent.
ERASE MEMO?	Delete a stored memo from records.
PAGING	The base is paging the keypad.
ERROR	Caller's information was distorted before reaching the system.
MESSAGE WAITING	A message is waiting. (You must subscribe to your phone company's message waiting service to see this.)
MSG WAITING OFF	All new messages have been played.

Display	Description
LONG DISTANCE	Appears if your phone company sends information indicating that the incoming call is long distance. **Notes:** • If the call is private and long distance, the display toggles between **PRIVATE** and **LONG DISTANCE**. • If the call is out of area and long distance, the display toggles between **OUT OF AREA** and **LONG DISTANCE**. • If the caller's name is available and the call is both private or out of area and long distance, the display toggles between the caller's name and **LONG DISTANCE**.
CALL FORWARD	The call was forwarded from a number set up to forward all calls. The display toggles between the caller's name and **CALL FORWARD**.
CALL FWD BUSY	The call was forwarded from a number set to forward a call if the line is busy. The display toggles between the caller's name and **CALL FWD BUSY**.
NEW=XX TOTAL=XX	Indicates the number of new calls and all calls. **XX** is the number of calls.
FLASH	Appears when you redial a busy number without hanging up the phone.

REVIEWING CALLER ID RECORDS

Each time you receive a call, your system stores a Caller ID record that you can review later, even during a call. Each record includes:

- call number

- time and date of the call

- caller's telephone number (if available)

- caller's name (if available)

Follow these steps to review Caller ID records.

1. Make sure **TALK** is not pressed.

2. Repeatedly press ▲ to review records starting from **CALL # 01**, or press ▼ to review records starting from the most recent call.

3. To review the latest reviewed call number, press **REDIAL**.

Notes:

- The keypad display shows the first 15 characters of the caller's name and the last 15 digits of the phone number.

- Empty Caller ID memory locations do not appear.

- When the list is full, the oldest caller's information is replaced by the newest one.

DIALING NUMBERS FROM A CALLER ID RECORD

1. Make sure **TALK** is not pressed.

2. Press ▲ or ▼ to find the desired number. The memory shows the phone number with area code.

3. Press **FUNC** once to dial the long distance prefix (1) plus the area code and local number. For example, if the area code is 604 and the local number is 555-1212, the phone dials **16045551212** if **FUNC** is pressed.

   Press **FUNC** twice to dial the local phone number (**5551212**).

   Press **FUNC** three times to dial the long distance prefix and local phone number (**15551212**).

   Press **FUNC** four times to dial the area code and local phone number (**6045551212**).

   Note: If the telephone company sends a 7-digit caller phone number, pressing **FUNC** dials the 7-digit number only.

4. Press **DIAL**. The system dials the caller's phone number.

Note: The system cannot dial a number if the Caller ID record consists of a name only.

DELETING CALLER ID RECORDS

1. Make sure **TALK** is not pressed.

Note: You cannot delete records during a call.

2. To delete a single record, repeatedly press ▲ or ▼ to find the desired number, then press **DELETE**. **ERASE CALL ID?** appears.

   Or, to delete all records, hold down **DELETE** for 3 seconds. **ERASE ALL?** appears.

3. Press **DELETE** again to confirm the deletion. The keypad sounds two long beeps and the selected number is deleted.

   Or, press any button other than **DELETE** to cancel the deletion. The keypad sounds three short beeps.

❒ *Troubleshooting*

We do not expect you have any problem with your telephone, but if you do, the following suggestions might help. If you still have problems, check the other phones on the same line to see if they work properly. If they do and the problem does not seems to be with your phone service, take the phone to your local RadioShack store for assistance.

Problem	Suggestion
The keypad does not work	• Move the keypad closer to the base. • Raise the base's antenna to a vertical position. • Ensure the phone's modular cord and the AC adapter are correctly and securely connected. • Recharge the keypad's battery pack. • Reset the security access-protection code by placing the keypad on the base for about five seconds.

Problem	Suggestion
Call is noisy	• Keep the headset and base away from interference sources such as computers, remote control toys, wireless alarm systems, wireless intercoms and room monitors, fluorescent lights, and electrical appliances. • If the interference is severe, turn off the interfering device. • Move the keypad closer to the base. • Hang up and redial the number. • Press **CHANNEL** to change the channel.
The range decreases.	• Ensure the base's antenna is raised and is not touching a metal surface. • Recharge the keypad's battery pack.
Can receive calls, but cannot make calls.	Set **TONE/PULSE** correctly for the type of service you have (see "Setting the Dialing Mode" on Page 14).

If you still have problems, disconnect the phone. If other phones on the same line work properly, the fault is in this phone or its installation. If you cannot locate the problem, take your phone to your local RadioShack store for assistance.

☐ *Care*

To enjoy your phone for a long time:

- Keep the phone dry. If it gets wet, wipe it dry immediately.

- Use and store the phone only in normal temperature environments.

- Handle the phone gently and carefully. Don't drop it.

- Keep the phone away from dust and dirt.

- Wipe the phone with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the phone's internal components can cause a malfunction and invalidate its warranty. If your phone is not performing as it should, take it to your local RadioShack store for assistance. If the trouble is affecting the telephone lines, the phone company can ask you to disconnect your phone until you have resolved the problem.

REPLACING THE BATTERY PACK

If you follow the instructions in "Connecting and Charging the Battery Pack" on Page 11, the battery pack should last about a year. If the battery pack does not hold a charge for more than 2 hours after an overnight charge, replace it. You can order a replacement battery pack through your local RadioShack store.

Note: To avoid losing numbers stored in memory, you must install and begin charging the new battery pack within 2 minutes of removing the old one.

1. To remove the old battery pack, press the latch release, then slide the battery pack off the keypad.

2. To connect the new battery pack, line up the slots on the battery pack with the posts on the keypad, then press down and slide it forward until the latch clicks.

3. Charge the battery pack for 12 hours before using it.

Cautions:

• Be careful not to short the battery pack by touching it with conducting materials, such as rings, bracelets, and keys. The battery pack or conductor might overheat and burn.

• Do not dispose of the battery pack in a fire because it might explode.

• Do not open or mutilate the battery pack.

Note: If you have trouble replacing the battery pack, take the phone to your local RadioShack store for assistance.

Important: This phone can use nickel-cadmium rechargeable batteries. At the end of a nickel-cadmium battery's useful life, it must be recycled or disposed of properly. Contact your local, county, or state hazardous waste management authorities for information on recycling or disposal programs in your area or

call 1-800-843-7422. Some options that might be available are: municipal curbside collection, drop-off boxes at retailers such as your local RadioShack store, recycling collection centers, and mail-back programs.

THE FCC WANTS YOU TO KNOW

In the unlikely event that your phone causes problems on the phone line, the phone company can temporarily discontinue your service. If this happens, the phone company attempts to notify you in advance. If advance notice is not practical, the phone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this telephone. The telephone company notifies you of these changes in advances, so you can take the necessary steps to prevent interruption of your telephone service.

This equipment complies with the limits for a Class B digital device as specified in Part 15 of *FCC Rules*. These limits provide reasonable protection against radio and TV interference in a residential area. However, your equipment might cause TV or radio interference even when it is operating properly. To eliminate interference, you can try one or more of the following corrective measures:

- Reorient or relocate the receiving antenna.

- Increase the distance between the equipment and the radio or TV.

- Use outlets on different electrical circuits for the equipment and the radio or TV.

Consult your local RadioShack store if the problem still exists.

LIGHTNING

Your telephone has built-in lightning protection to reduce the risk of damage from surges in telephone line and power line current. This lightning protection meets or exceeds FCC requirements. However, lightning striking the telephone or power lines can damage your telephone.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your phone before storms to reduce the possibility of damage.